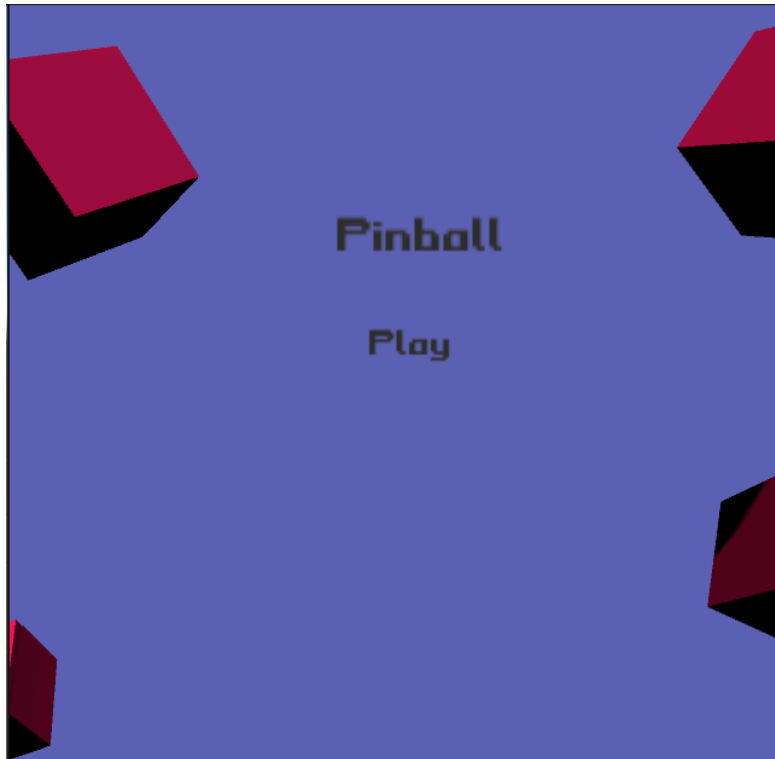
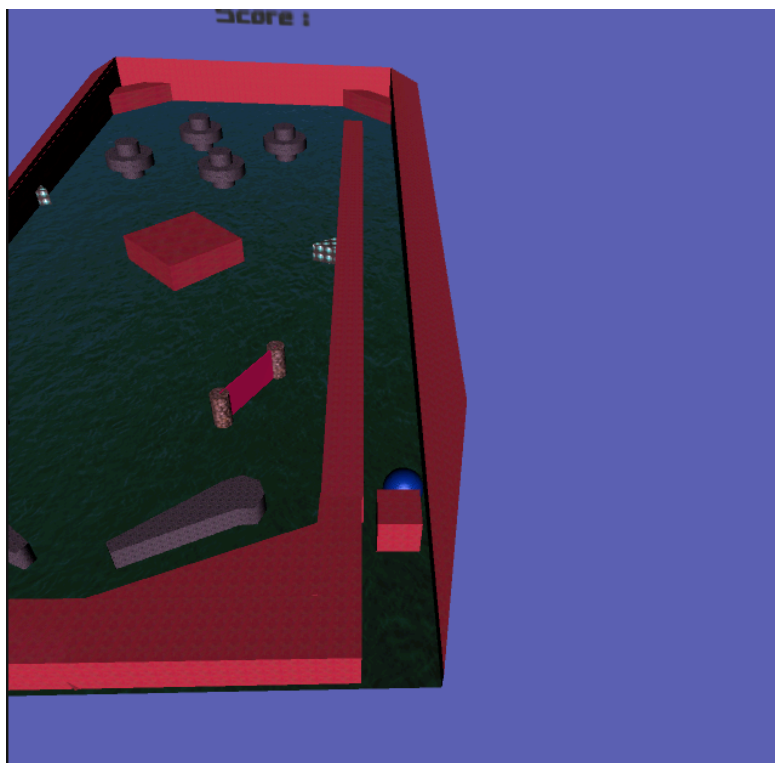


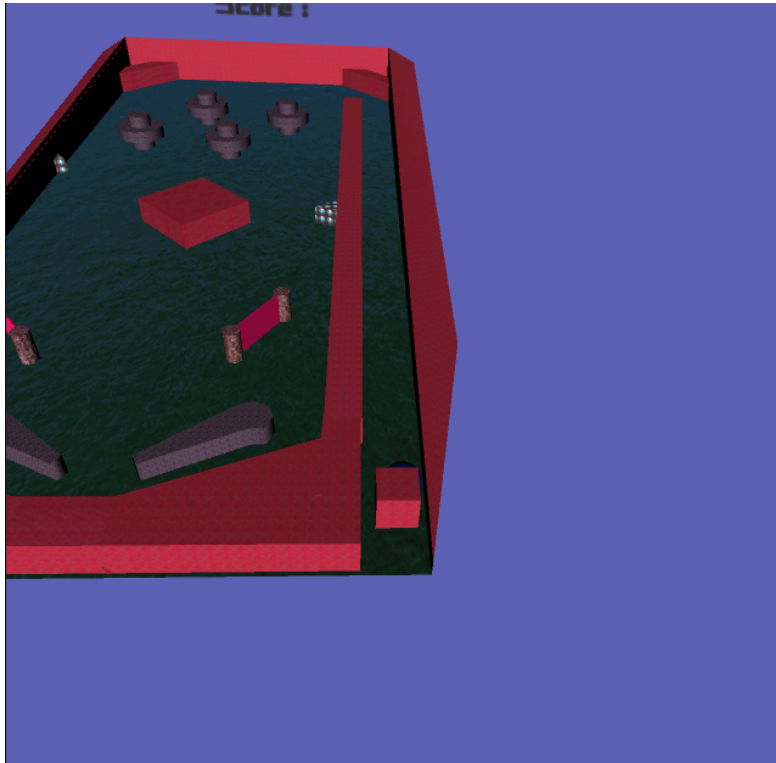
Home Screen: Player chooses to play



Initial View: Player is set behind the pinball



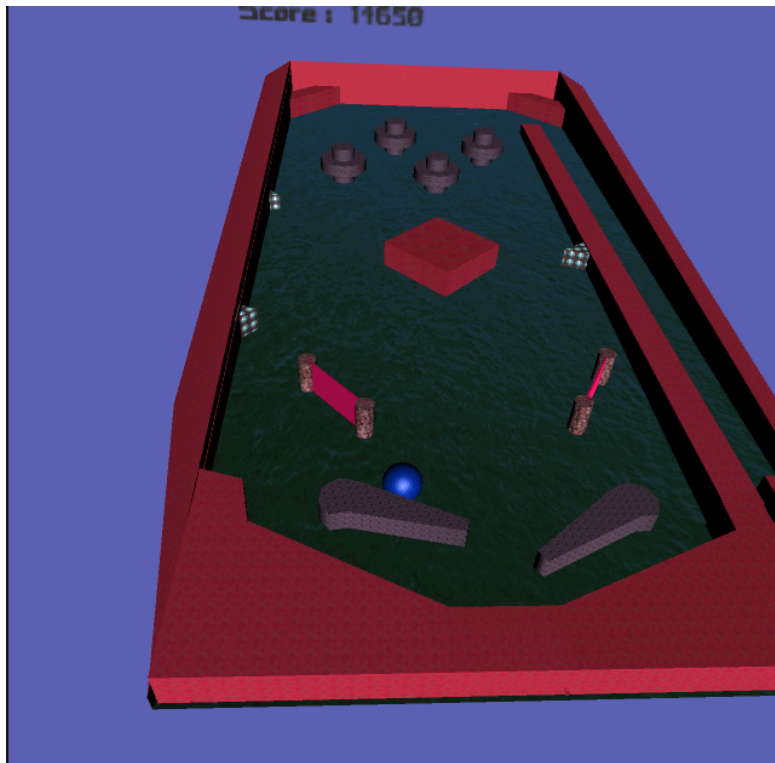
Pull Spring: Player uses the Left Shift key to pull the spring back and releases it when ready to fire



Score: Player's score increases by varying amounts depending on the obstacles hit



Paddles: Player can use paddles to propel the ball back into play



Game Over: After 3 lives, the player will reach the game over screen where the score and quit option will be displayed.



## Implementation

### Game Management:

- Player starts game and holds down the left shift key to begin pulling back the spring; when ready, they release the key to shoot the ball.
- Player receives points for hitting the various obstacles throughout the course.
- Player has 3 chances at playing before being sent to the game over screen where their final score is displayed along with an option to play again or quit.

### Ball Movement:

- Scripted control to left and right arrow keys.

### Spring:

- Implemented using a script to pull spring back and apply force to the ball on key release.

### Obstacles:

- Made using Unity's 3D models.
- Script used to add the explosion force to simulate bumpers.

### Paddles:

- Made with Unity's 3D models.
- Script used to control paddles that are connected to hinge joints.

### Out of Bounds:

- Script used to detect collision with ball and reset it to its original position

### Assets Used:

Metal textures - <https://assetstore.unity.com/packages/2d/textures-materials/metals/yughues-free-metal-materials-12949>

Water texture - <https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351>